WHAT IS CLAIMED IS:

1.   A method for synchronizing the transfer of sequence numbers over a digital network, wherein an expected sequence number is compared to a received sequence number to determine if the received sequence number is acceptable, wherein a sequence number is acceptable if it is within a group of sequence numbers defined with respect to the expected sequence number, the method comprising

sending a first sequence number;

sending a second sequence number, wherein the first and second sequence numbers have values such that a subsequently sent starting sequence number is guaranteed to be accepted; and

sending the starting sequence number.

2.   The method of claim 1, wherein a sequence number is transferred with associated data.

3.   The method of claim 2, wherein the sequence number and associated data include a packet.

4.   The method of claim 1, wherein the sequence numbers have values within a predetermined range, wherein the range includes a minimum value and a maximum value.

5.   The method of claim 4, wherein the first sequence number has a value that is approximately one-third of the maximum value in the range, and wherein the second sequence number has a value that is approximately two-thirds of the range.

6.   The method of claim 5, wherein the range is from 0 to 65535.

7.   The method of claim 6, wherein the first sequence number has the value 21845 and wherein the second sequence number has the value 43690.

14

8. The method of claim 4, wherein the first sequence number has a value that is approximately one-half of the maximum value, and wherein the second sequence number has a value that is approximately the maximum value.

9. The method of claim 8, wherein sequence numbers the range is from 0 to 65535.

10. The method of claim 9, wherein the first sequence number has a value of 32768 and wherein the second sequence number has a value of 65535.

11. A method for resynchronizing packets transferred in a digital network, wherein a packet includes a sequence number, the method comprising

detecting interruption of a series of packets transferred over the digital network; and

sending first and second packet sequence numbers so that a third packet sequence number will be accepted as an in-order sequence number regardless of a sequence number value of a packet sent prior to the interruption.

12. The method of claim 11, wherein a maximum value for the packet sequence numbers is predefined, wherein the first packet sequence number has a value of approximately one-third of the maximum value and wherein the second packet sequence number has a value of approximately two-thirds of the maximum value.

13. The method of claim 11, wherein a maximum value for the packet sequence numbers is predefined, wherein the first packet sequence number has a value of approximately one-half of the maximum value and wherein the second packet sequence number has a value of approximately the maximum value.

14. An apparatus for resynchronizing packets transferred in a digital network, wherein a packet includes a sequence number, the apparatus comprising

means for detecting interruption of a series of packets transferred over the digital network; and

means for sending first and second packet sequence numbers so that a third packet sequence number will be accepted as an in-order sequence number regardless of a sequence number value of a packet sent prior to the interruption.

15. The apparatus of claim 14, wherein a maximum value for the packet sequence numbers is predefined, wherein the first packet sequence number has a value of approximately one-third of the maximum value and wherein the second packet sequence number has a value of approximately two-thirds of the maximum value.

16. The apparatus of claim 14, wherein a maximum value for the packet sequence numbers is predefined, wherein the first packet sequence number has a value of approximately one-half of the maximum value and wherein the second packet sequence number has a value of approximately the maximum value.

17. An apparatus for resynchronizing packets transferred in a digital network, wherein a packet includes a sequence number, the apparatus comprising

at least one processor;

a computer-readable medium on which is stored instructions for causing the at least one processor to perform a method comprising

detecting interruption of a series of packets transferred over the digital network; and

sending first and second packet sequence numbers so that a third packet sequence number will be accepted as an in-order sequence number regardless of a sequence number value of a packet sent prior to the interruption.

18. The apparatus of claim 17, wherein a maximum value for the packet sequence numbers is predefined, wherein the first packet sequence number has a value of approximately one-third of the maximum value and wherein the second packet sequence number has a value of approximately two-thirds of the maximum value.

19. The apparatus of claim 17, wherein a maximum value for the packet sequence numbers is predefined, wherein the first packet sequence number has a value of approximately one-half of the maximum value and wherein the second packet sequence number has a value of approximately the maximum value.

20. A computer-readable medium including instructions executable by a processor for resynchronizing packets transferred in a digital network, wherein a packet includes a sequence number, the computer-readable medium comprising

one or more instructions for detecting interruption of a series of packets transferred over the digital network; and

one or more instructions for sending first and second packet sequence numbers so that a third packet sequence number will be accepted as an in-order sequence number regardless of a sequence number value of a packet sent prior to the interruption.

21. The computer-readable medium of claim 20, wherein a maximum value for the packet sequence numbers is predefined, wherein the first packet sequence number has a value of approximately one-third of the maximum value and wherein the second packet sequence number has a value of approximately two-thirds of the maximum value.

22. The computer-readable medium of claim 20, wherein a maximum value for the packet sequence numbers is predefined, wherein the first packet sequence number has a value of approximately one-half of the maximum value and wherein the second packet sequence number has a value of approximately the maximum value.

23.   A method for synchronizing the transfer of sequence numbers over a digital network, wherein an expected sequence number is compared to a received sequence number to determine if the received sequence number is acceptable, wherein a sequence number is acceptable if it is within a group of sequence numbers defined with respect to the expected sequence number, wherein there are k possible sequence number values, the method comprising

sending a series of m sequence numbers, where m is substantially less than k, wherein the series of m sequence numbers ensures that a subsequently sent starting sequence number is guaranteed to be accepted; and

sending the starting sequence number.